463/9

# FIG.1

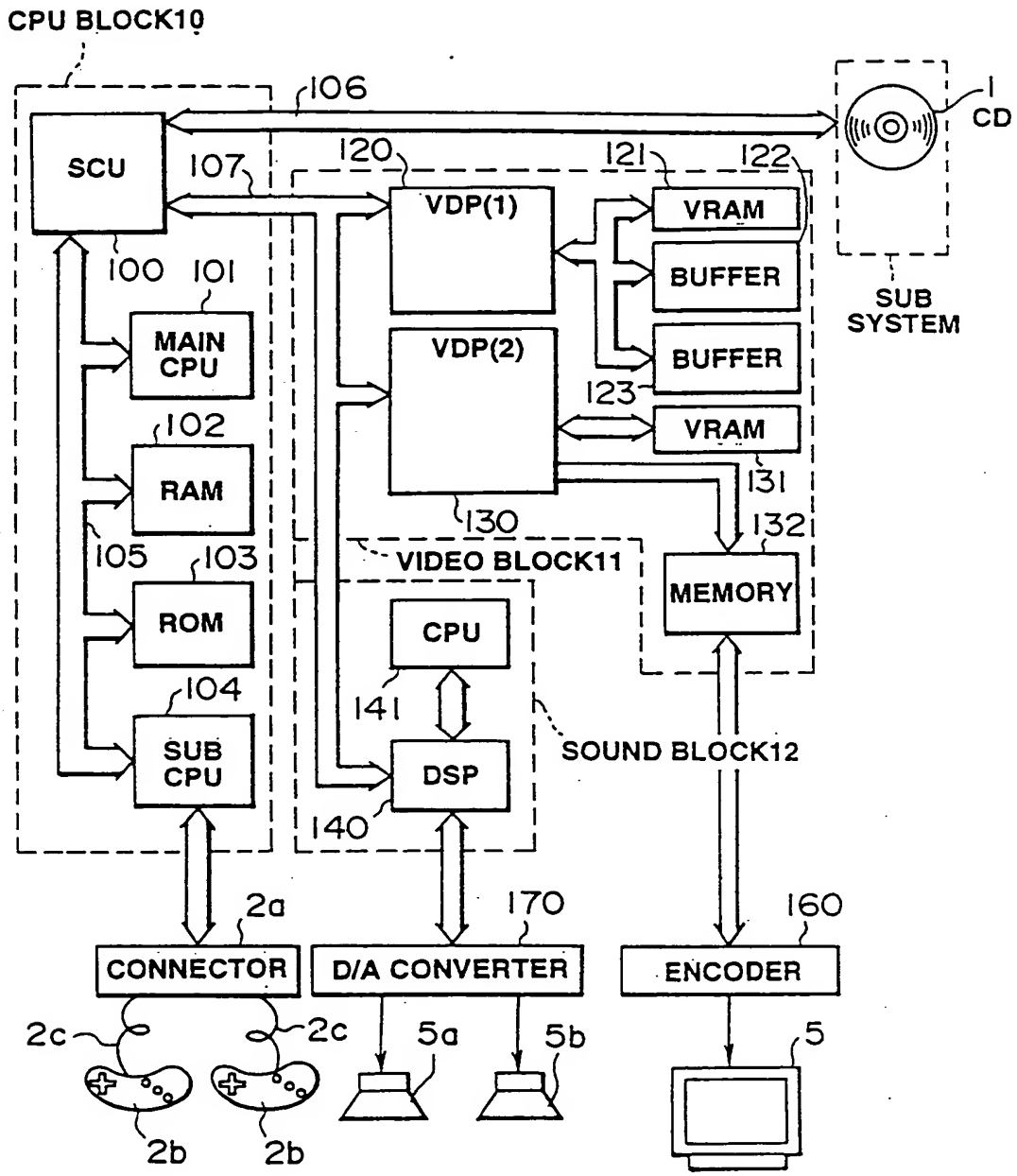

CPU BLOCK10
106
SCU
107
120
121
122
VDP(1)
VRAM
BUFFER
1
CD
SUB SYSTEM
100
101
MAIN CPU
VDP(2)
BUFFER
123
VRAM
102
RAM
131
130
132
105
103
VIDEO BLOCK11
MEMORY
ROM
CPU
104
141
SUB CPU
SOUND BLOCK12
DSP
140
2a
170
160
CONNECTOR
D/A CONVERTER
ENCODER
2c
2c
5a
5b
5
2b
2b

FIG.2

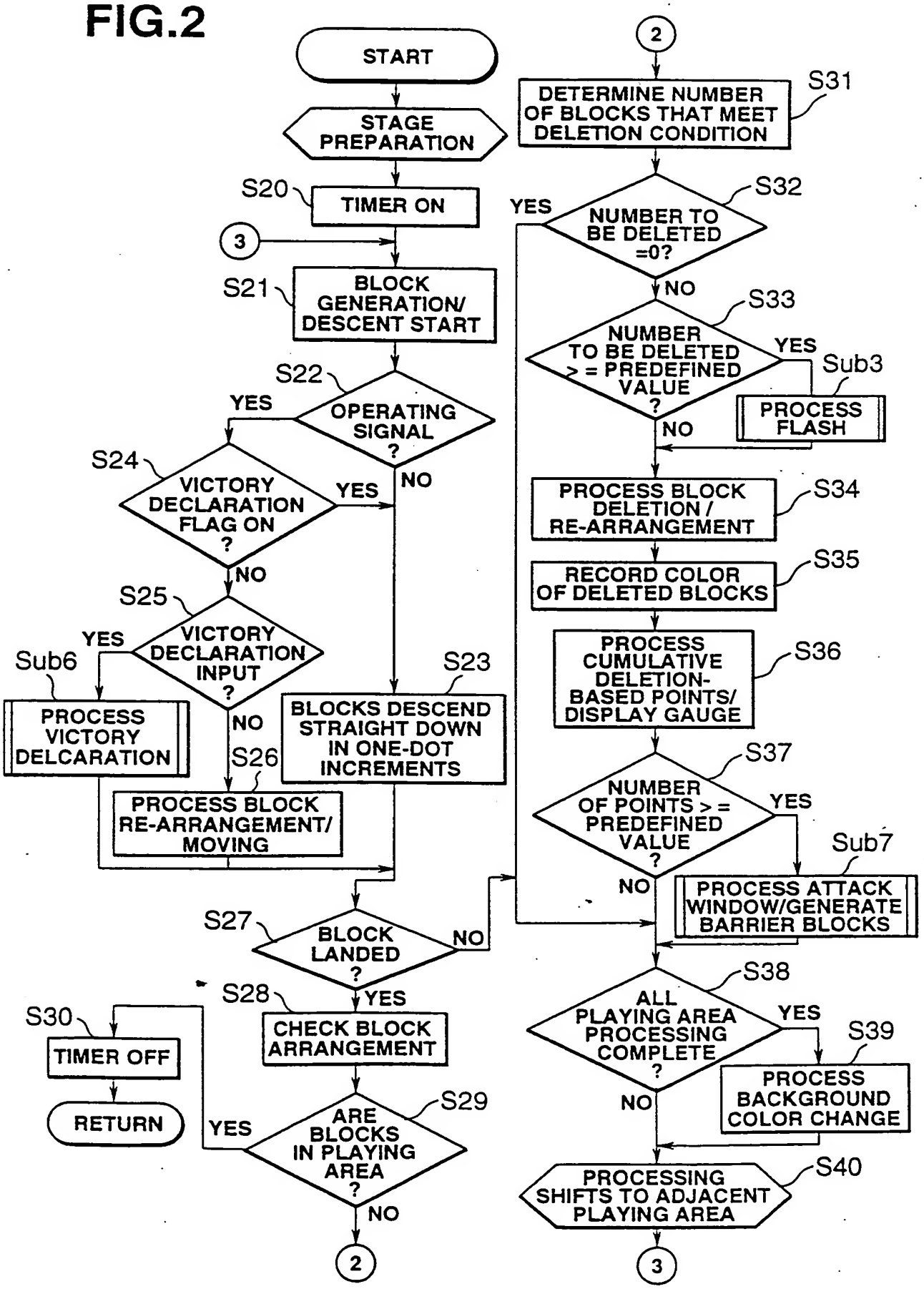

START
STAGE PREPARATION
S20
TIMER ON
3
S21
BLOCK GENERATION/ DESCENT START
S22
OPERATING SIGNAL ?
YES
NO
S24
VICTORY DECLARATION FLAG ON ?
YES
NO
S25
VICTORY DECLARATION INPUT ?
YES
NO
Sub6
PROCESS VICTORY DELCARATION
S23
BLOCKS DESCEND STRAIGHT DOWN IN ONE-DOT INCREMENTS
S26
PROCESS BLOCK RE-ARRANGEMENT/ MOVING
S27
BLOCK LANDED ?
NO
YES
S28
CHECK BLOCK ARRANGEMENT
S29
ARE BLOCKS IN PLAYING AREA ?
YES
NO
S30
TIMER OFF
RETURN
2
2
S31
DETERMINE NUMBER OF BLOCKS THAT MEET DELETION CONDITION
S32
NUMBER TO BE DELETED =0?
YES
NO
S33
NUMBER TO BE DELETED > = PREDEFINED VALUE ?
YES
NO
Sub3
PROCESS FLASH
S34
PROCESS BLOCK DELETION / RE-ARRANGEMENT
S35
RECORD COLOR OF DELETED BLOCKS
S36
PROCESS CUMULATIVE DELETION-BASED POINTS/ DISPLAY GAUGE
S37
NUMBER OF POINTS > = PREDEFINED VALUE ?
YES
NO
Sub7
PROCESS ATTACK WINDOW/GENERATE BARRIER BLOCKS
S38
ALL PLAYING AREA PROCESSING COMPLETE ?
YES
NO
S39
PROCESS BACKGROUND COLOR CHANGE
S40
PROCESSING SHIFTS TO ADJACENT PLAYING AREA
3

FIG.3A

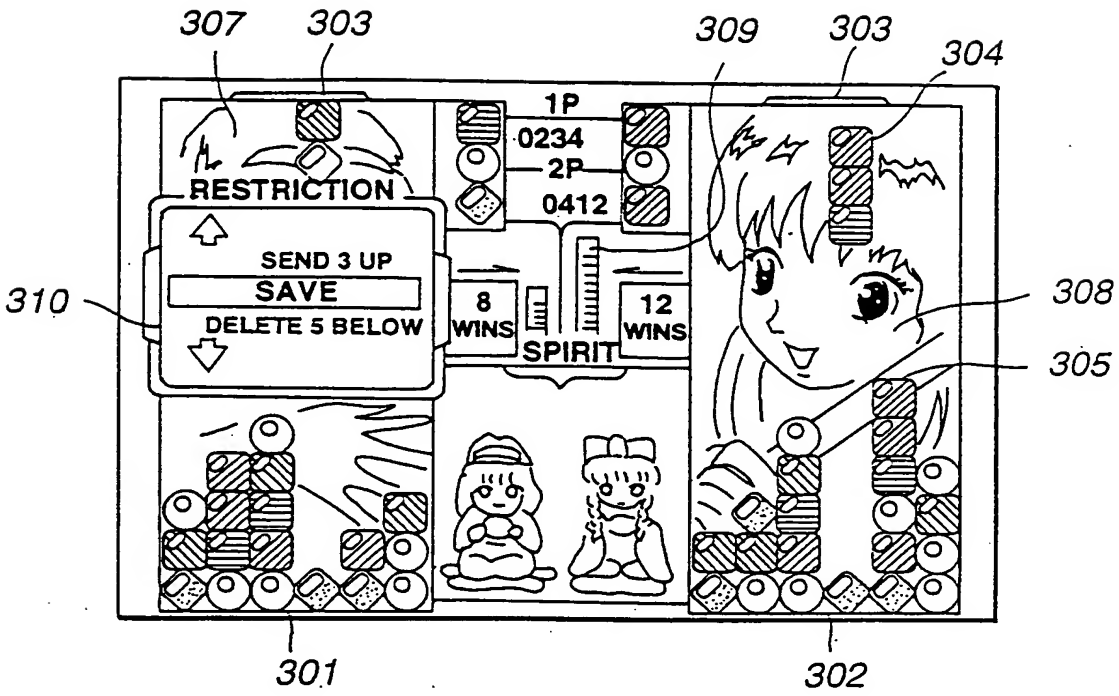



FIG.3B

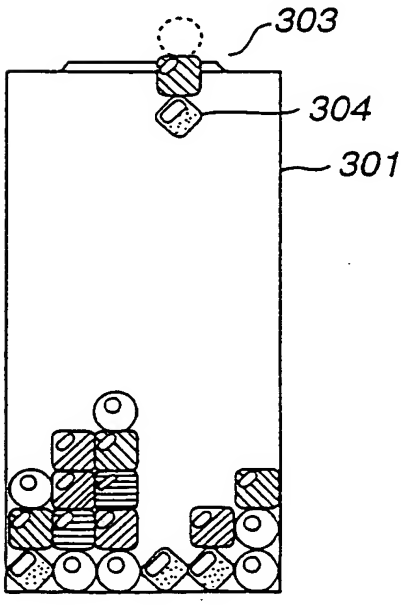
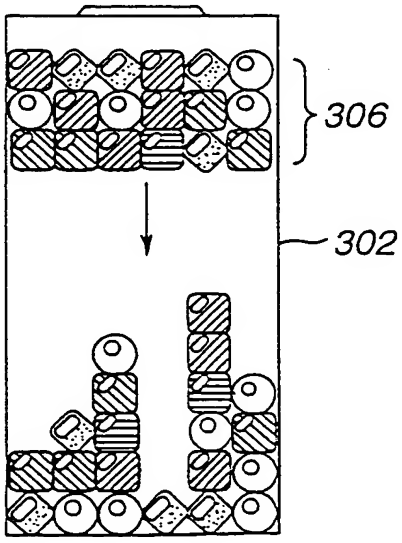



FIG.3C



# FIG.4

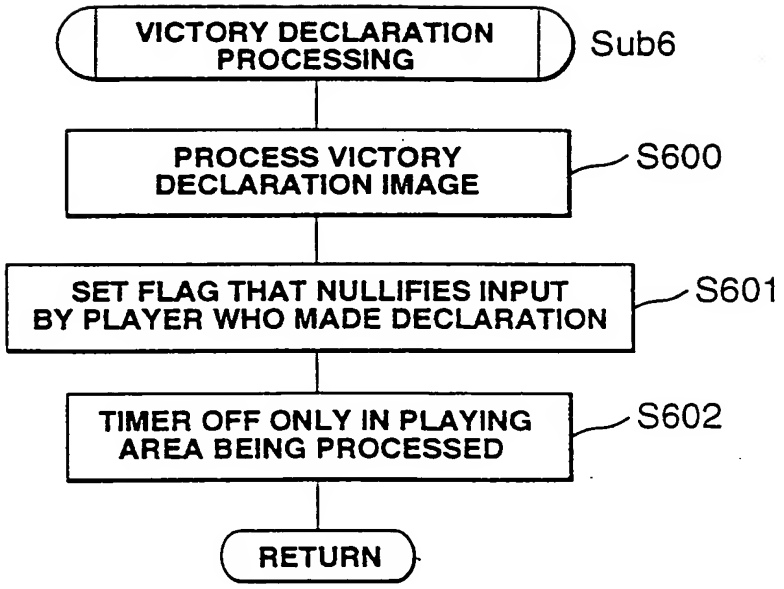

VICTORY DECLARATION PROCESSING
Sub6
PROCESS VICTORY DECLARATION IMAGE
S600
SET FLAG THAT NULLIFIES INPUT BY PLAYER WHO MADE DECLARATION
S601
TIMER OFF ONLY IN PLAYING AREA BEING PROCESSED
S602
RETURN

FIG.5

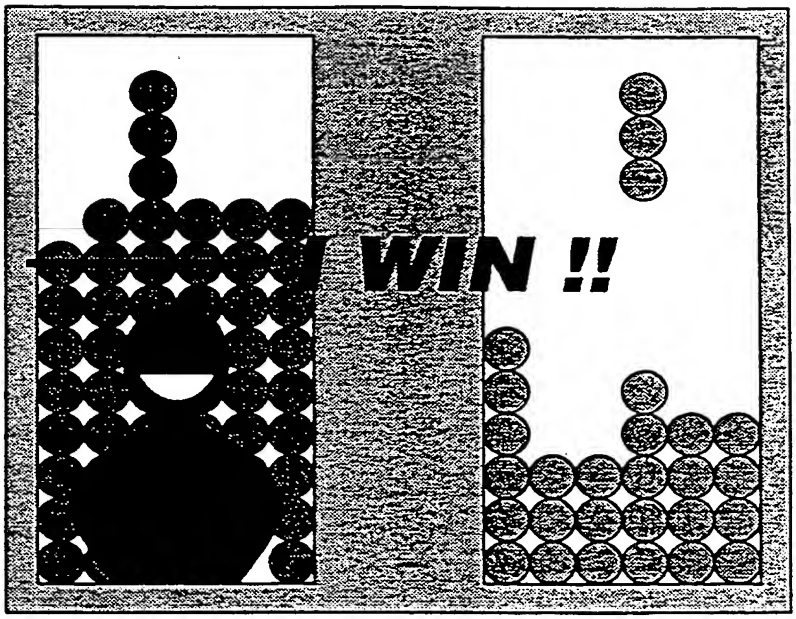
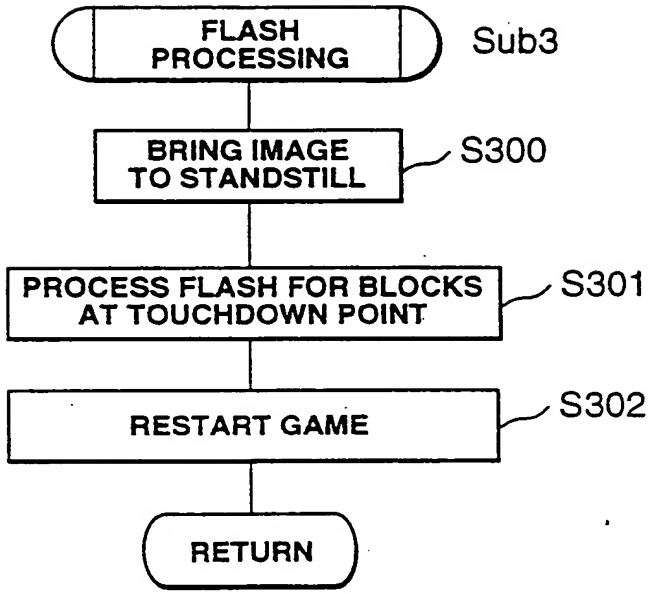
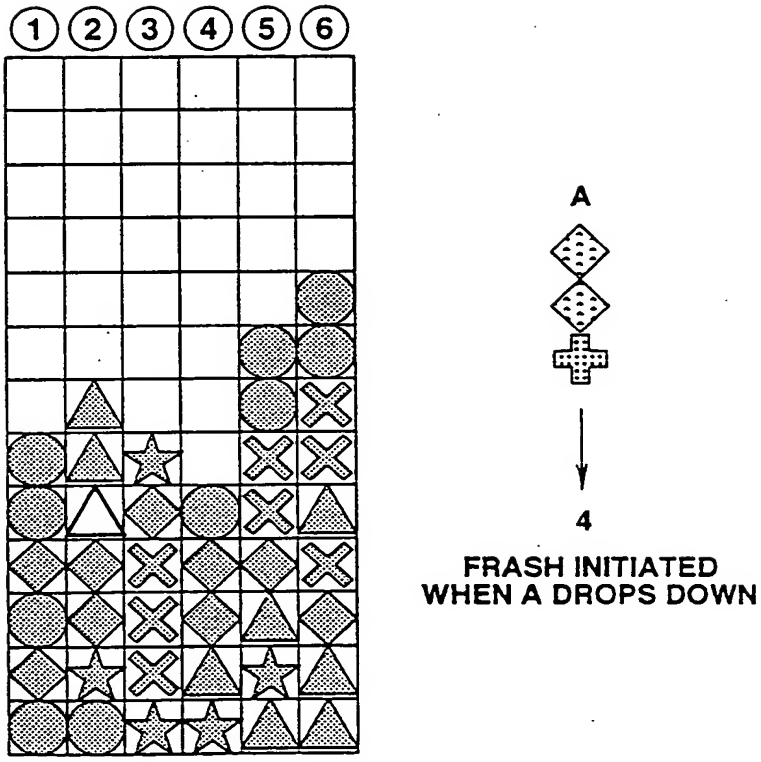


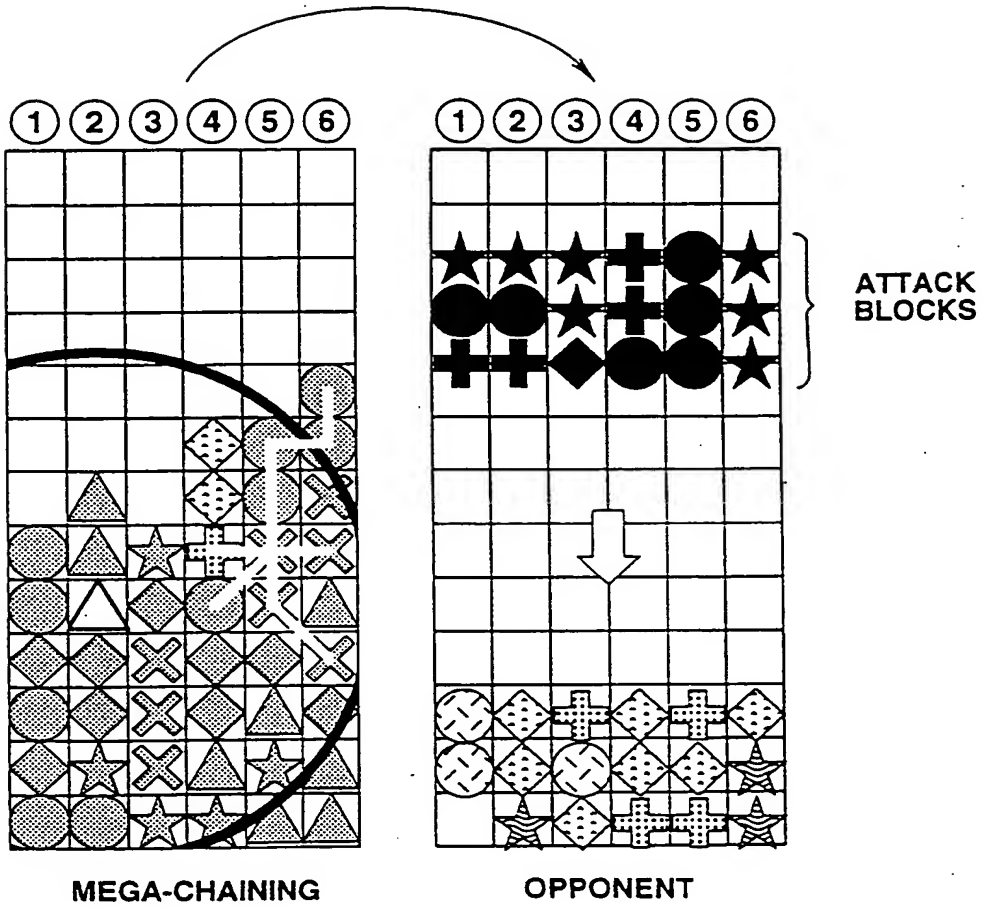
FIG.6


FLASH PROCESSING
Sub3
BRING IMAGE TO STANDSTILL
S300
PROCESS FLASH FOR BLOCKS AT TOUCHDOWN POINT
S301
RESTART GAME
S302
RETURN

# FIG.7



# FIG.8



# FIG.9

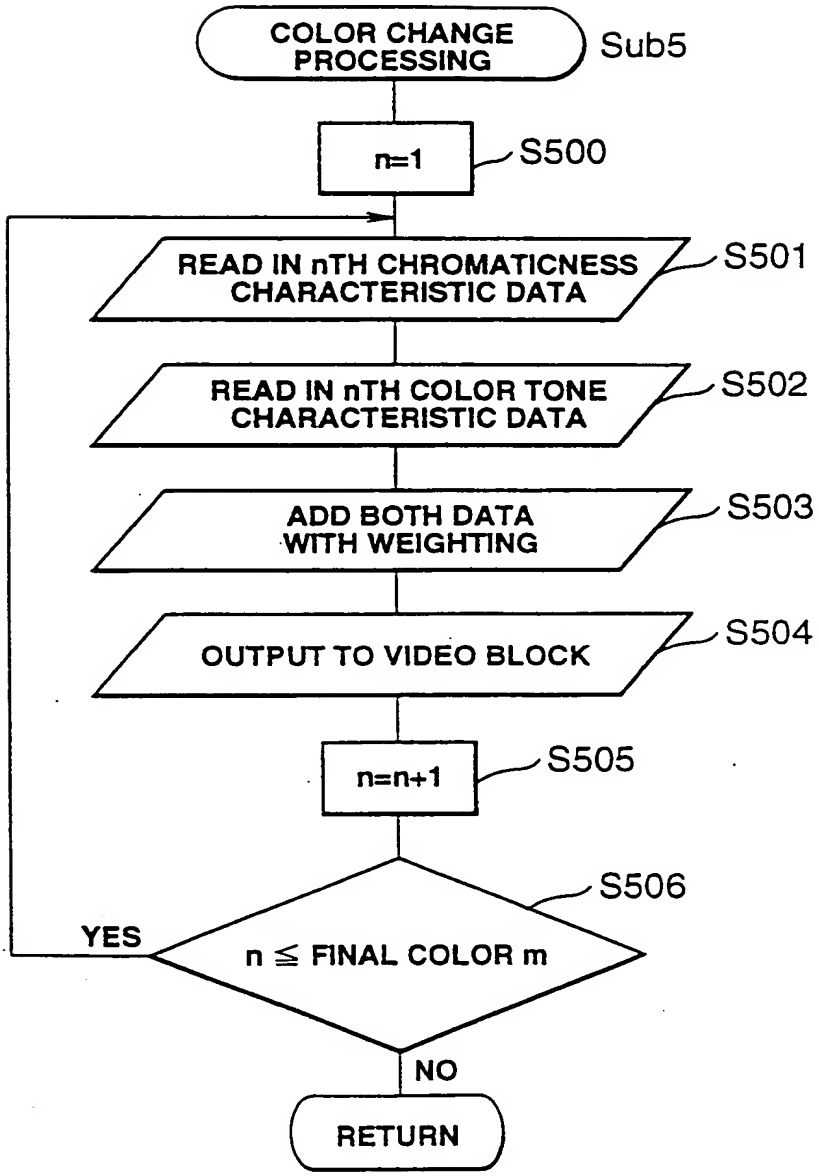

COLOR CHANGE PROCESSING
Sub5
n=1
S500
READ IN nTH CHROMATICNESS CHARACTERISTIC DATA
S501
READ IN nTH COLOR TONE CHARACTERISTIC DATA
S502
ADD BOTH DATA WITH WEIGHTING
S503
OUTPUT TO VIDEO BLOCK
S504
n=n+1
S505
S506
YES
n ≦ FINAL COLOR m
NO
RETURN

FIG.10

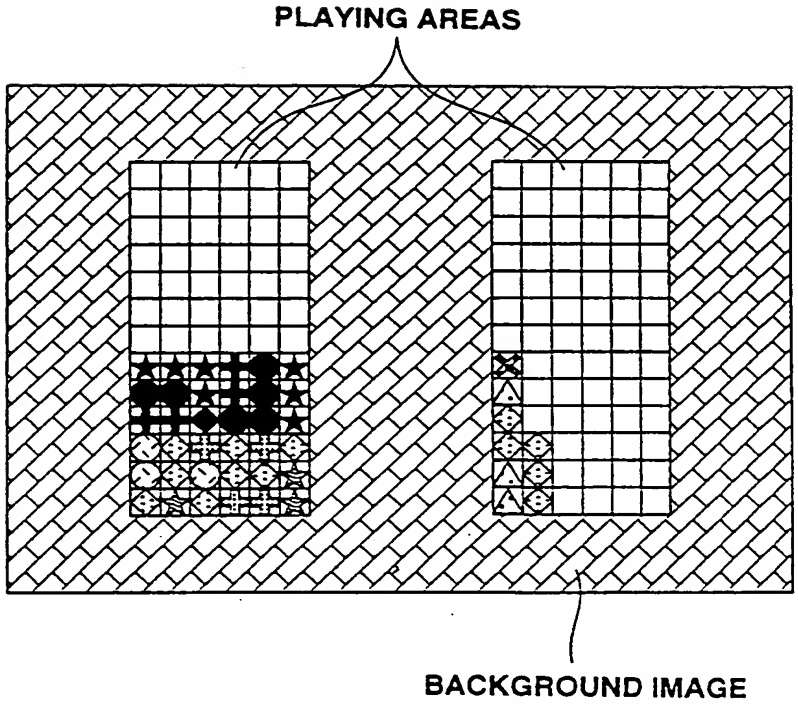


FIG.11

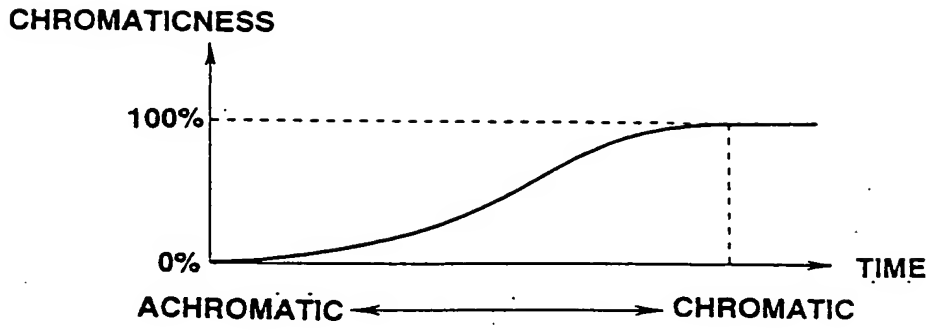
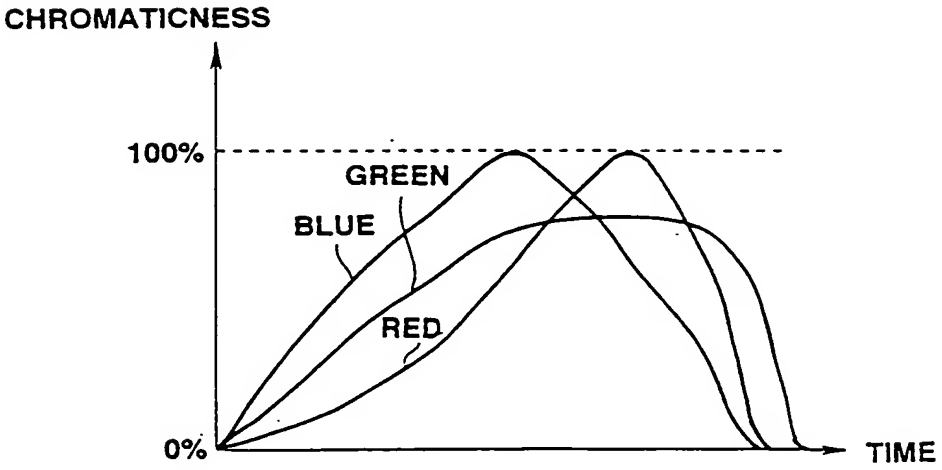
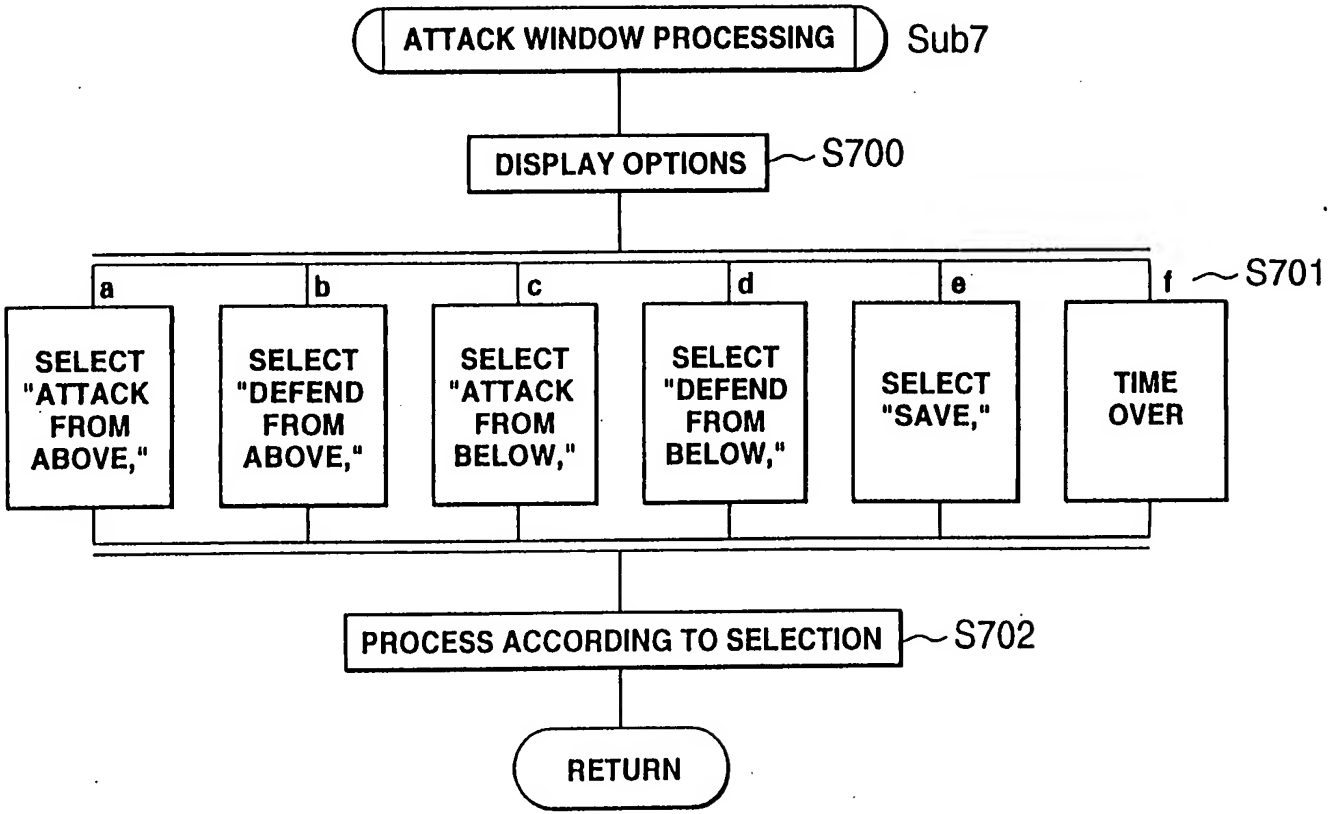

CHROMATICNESS
100%
0%
TIME
ACHROMATIC
CHROMATIC

FIG.12


CHROMATICNESS
100%
GREEN
BLUE
RED
0%
TIME

# FIG.13


ATTACK WINDOW PROCESSING
Sub7
DISPLAY OPTIONS
S700
a
b
c
d
e
f
S701
SELECT "ATTACK FROM ABOVE,"
SELECT "DEFEND FROM ABOVE,"
SELECT "ATTACK FROM BELOW,"
SELECT "DEFEND FROM BELOW,"
SELECT "SAVE,"
TIME OVER
PROCESS ACCORDING TO SELECTION
S702
RETURN

# FIG.14

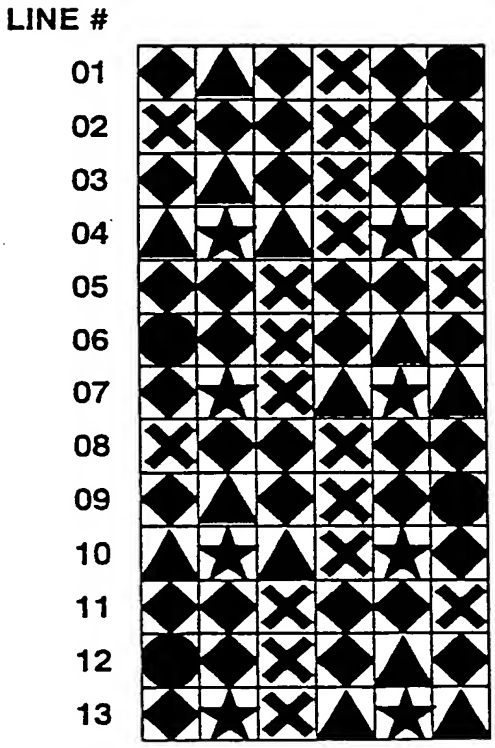


FIG.15

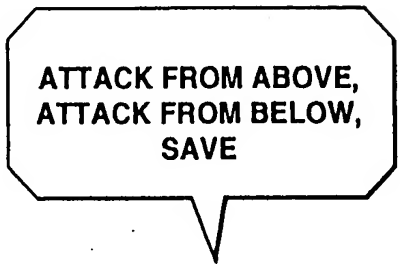



FIG.16

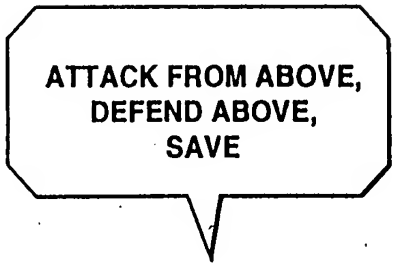



FIG.17

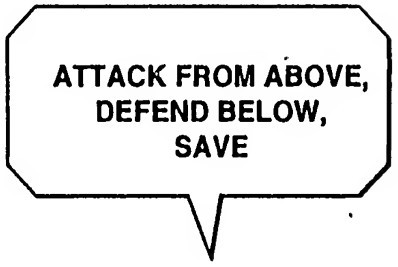



FIG.18

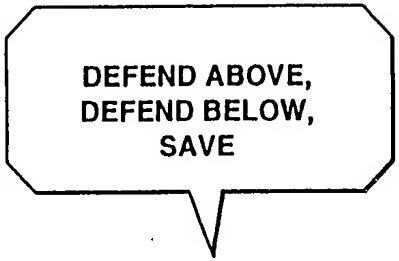



FIG.19

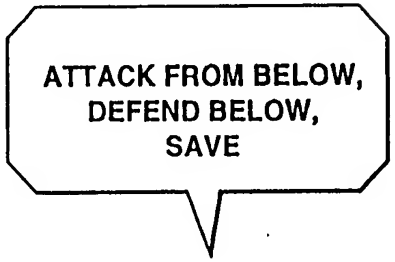



FIG.20

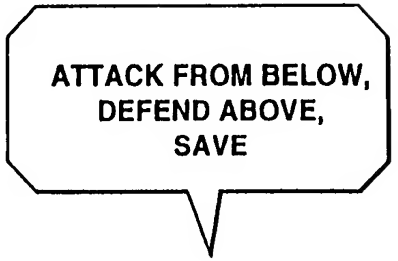


FIG.21

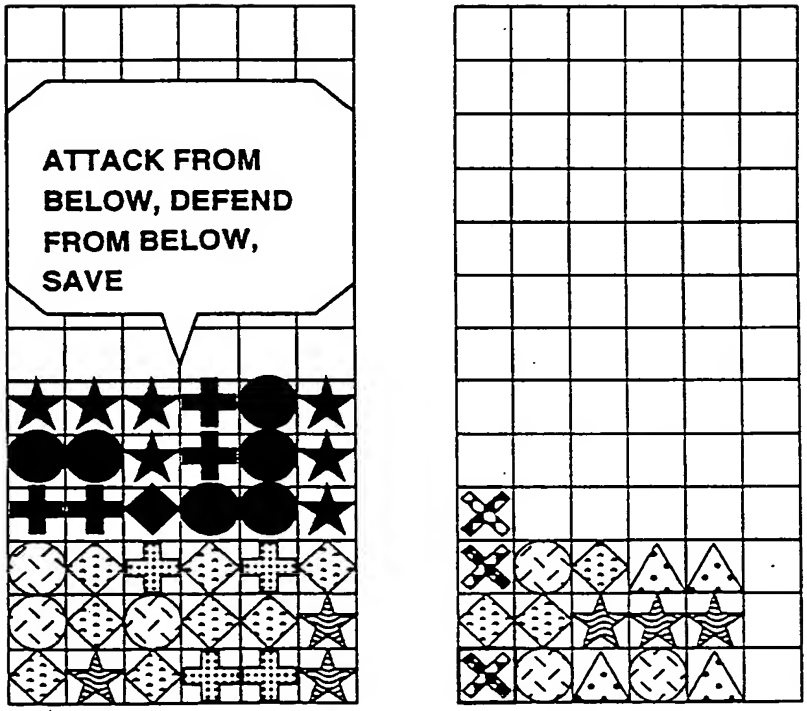
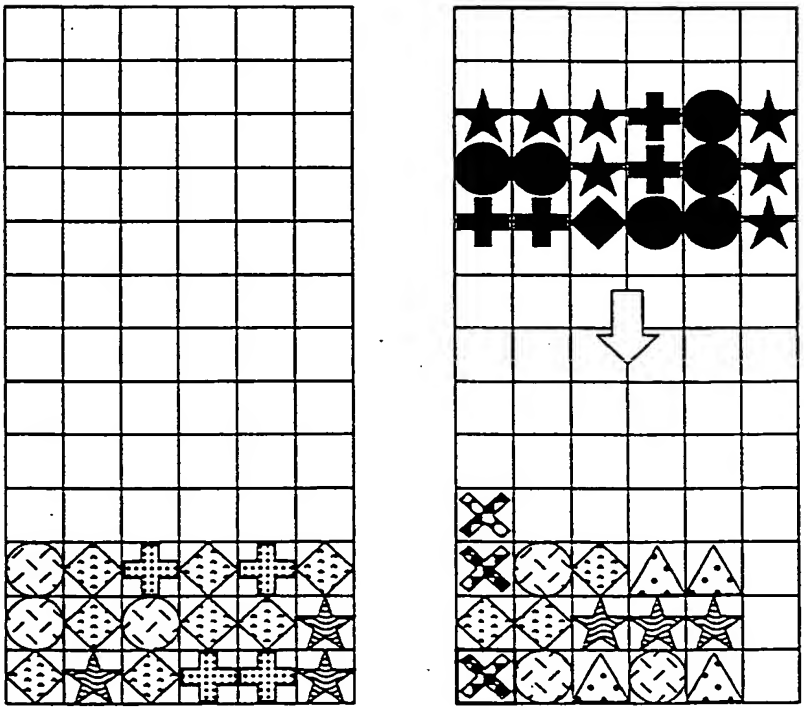


FIG.22



# FIG.23

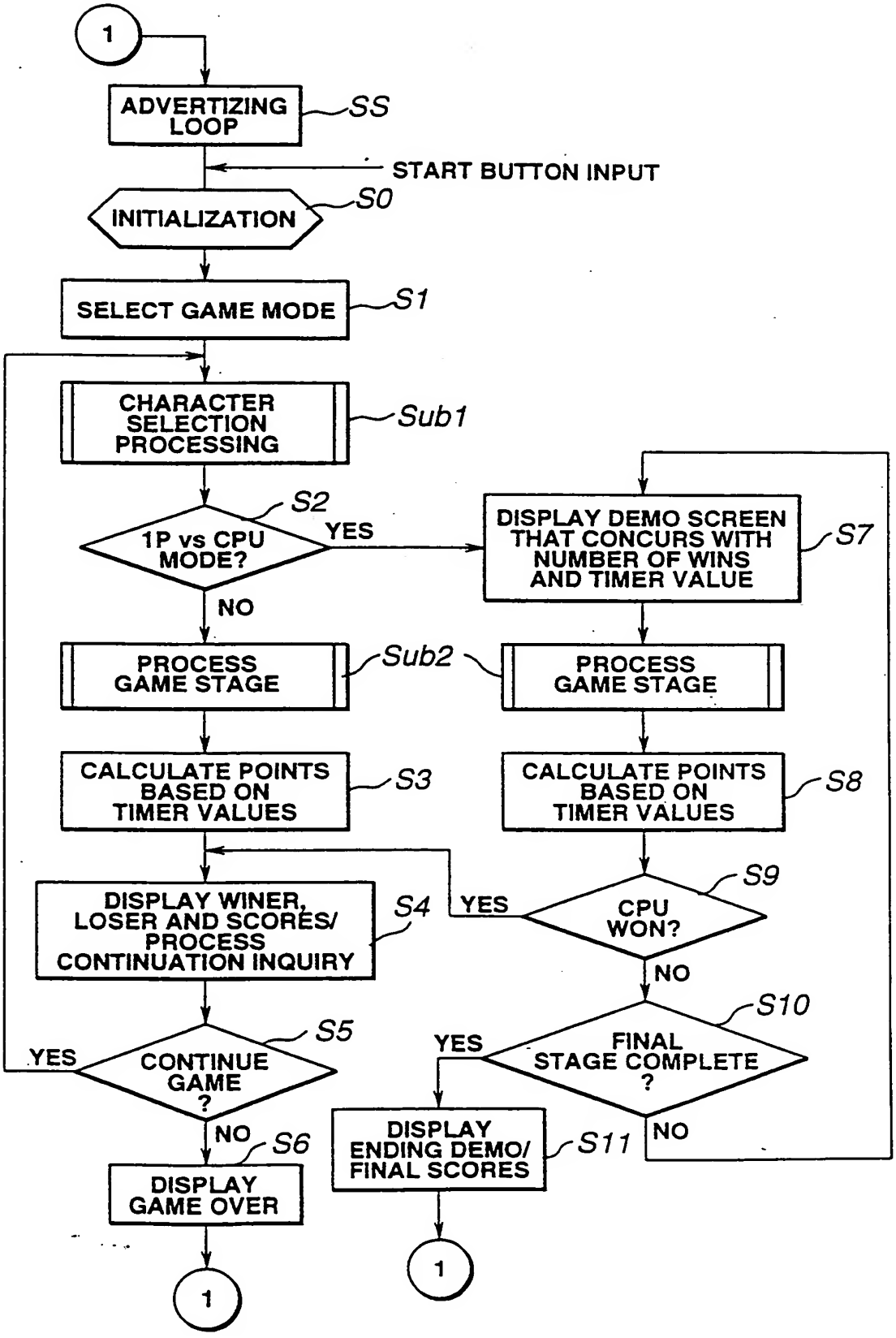

1
ADVERTIZING LOOP
SS
START BUTTON INPUT
INITIALIZATION
S0
SELECT GAME MODE
S1
CHARACTER SELECTION PROCESSING
Sub1
S2
1P vs CPU MODE?
YES
NO
DISPLAY DEMO SCREEN THAT CONCURS WITH NUMBER OF WINS AND TIMER VALUE
S7
PROCESS GAME STAGE
Sub2
PROCESS GAME STAGE
CALCULATE POINTS BASED ON TIMER VALUES
S3
CALCULATE POINTS BASED ON TIMER VALUES
S8
DISPLAY WINER, LOSER AND SCORES/ PROCESS CONTINUATION INQUIRY
S4
YES
S9
CPU WON?
NO
S10
FINAL STAGE COMPLETE ?
YES
NO
S5
CONTINUE GAME ?
YES
NO
S6
DISPLAY GAME OVER
DISPLAY ENDING DEMO/ FINAL SCORES
S11
1
1

FIG.24

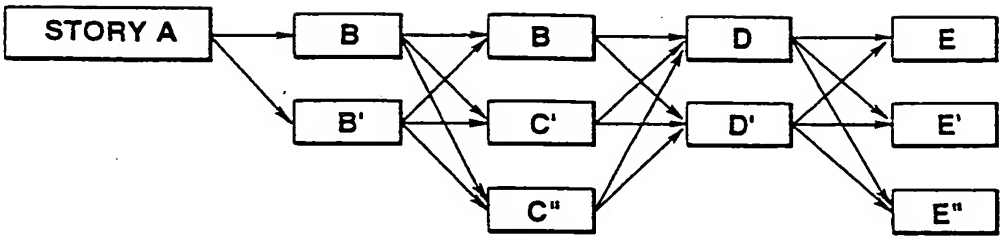
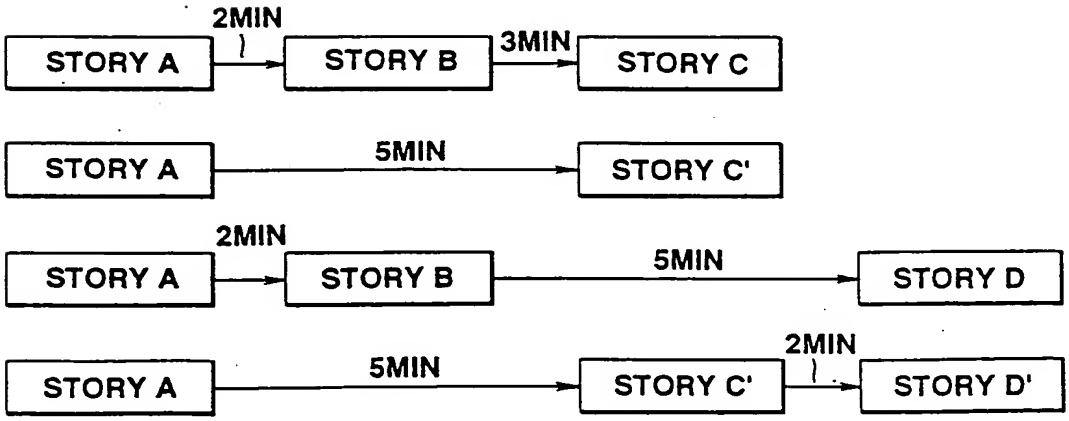
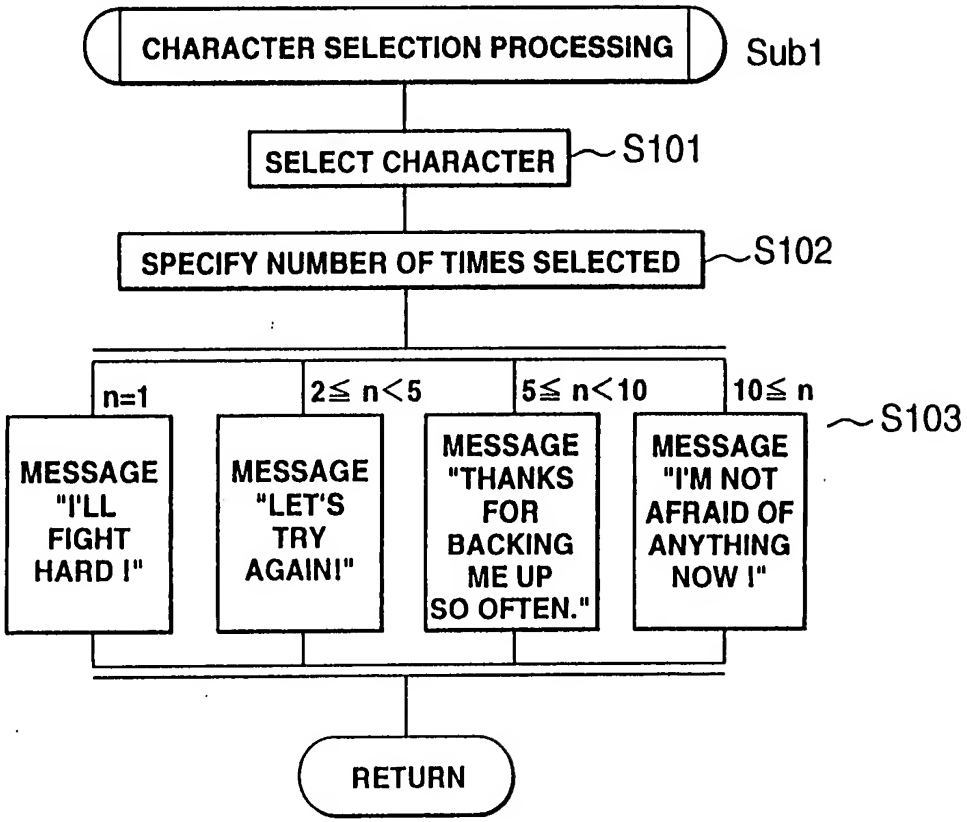

STORY A
B
B'
B
C'
C"
D
D'
E
E'
E"

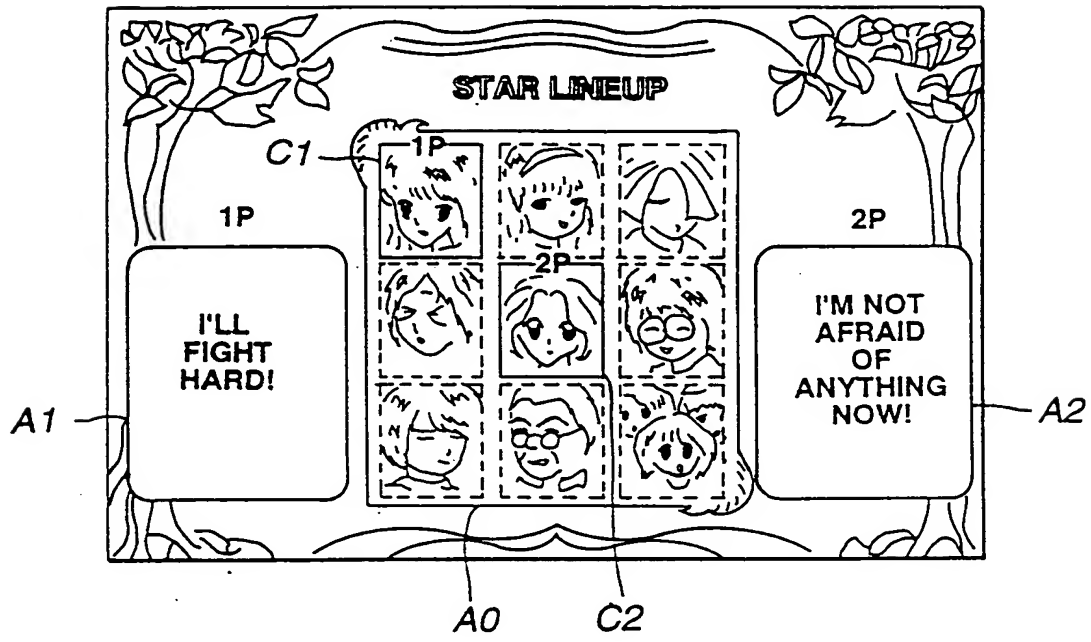
FIG.25


2MIN
STORY A
STORY B
3MIN
STORY C
STORY A
5MIN
STORY C'
2MIN
STORY A
STORY B
5MIN
STORY D
STORY A
5MIN
STORY C'
2MIN
STORY D'

# FIG.26



# FIG.27


STAR LINEUP
C1
1P
2P
1P
2P
I'LL FIGHT HARD!
I'M NOT AFRAID OF ANYTHING NOW!
A1
A2
A0
C2

# FIG.28

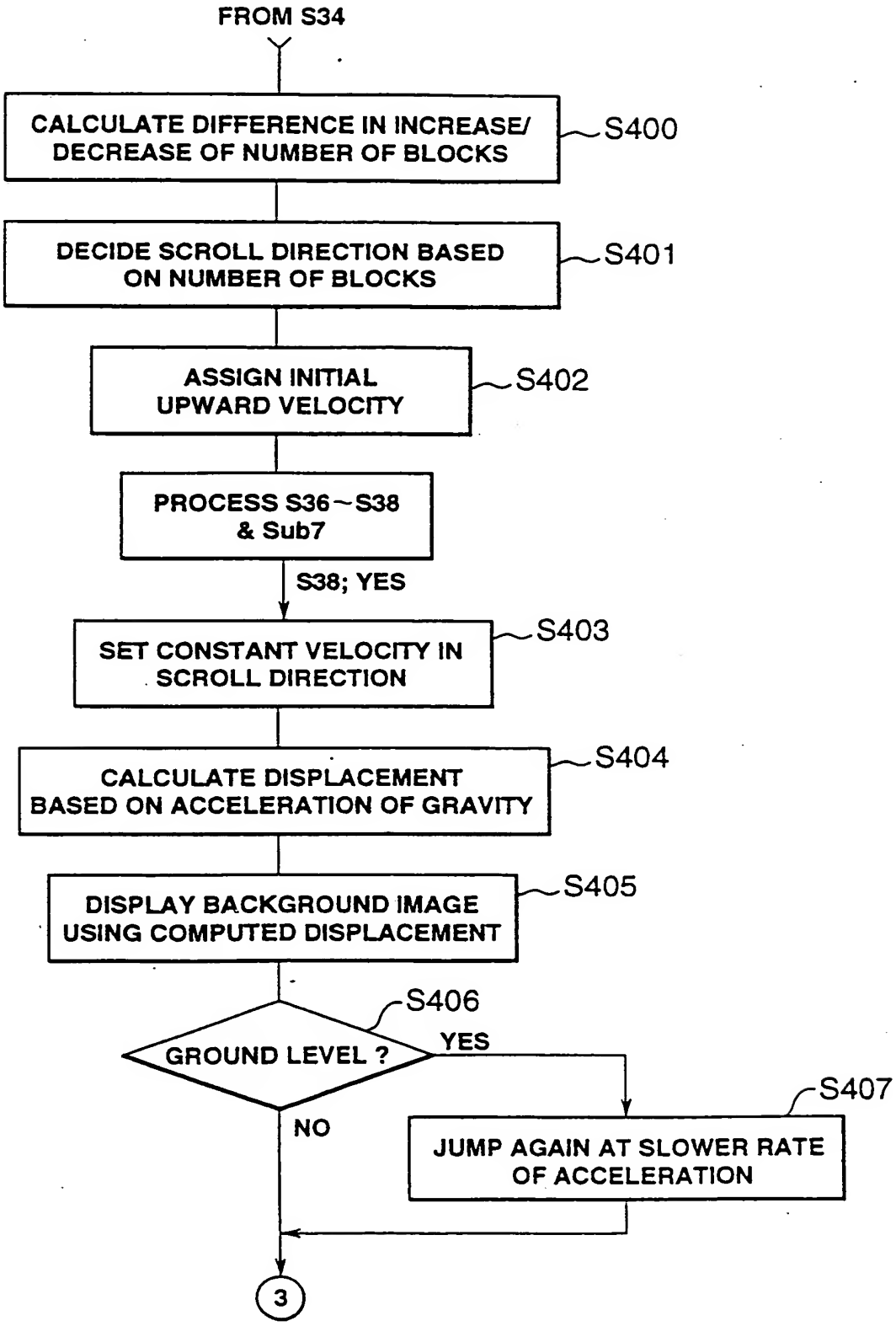

FROM S34
CALCULATE DIFFERENCE IN INCREASE/ DECREASE OF NUMBER OF BLOCKS
S400
DECIDE SCROLL DIRECTION BASED ON NUMBER OF BLOCKS
S401
ASSIGN INITIAL UPWARD VELOCITY
S402
PROCESS S36~S38 & Sub7
S38; YES
SET CONSTANT VELOCITY IN SCROLL DIRECTION
S403
CALCULATE DISPLACEMENT BASED ON ACCELERATION OF GRAVITY
S404
DISPLAY BACKGROUND IMAGE USING COMPUTED DISPLACEMENT
S405
S406
GROUND LEVEL ?
YES
NO
S407
JUMP AGAIN AT SLOWER RATE OF ACCELERATION
3

FIG.29

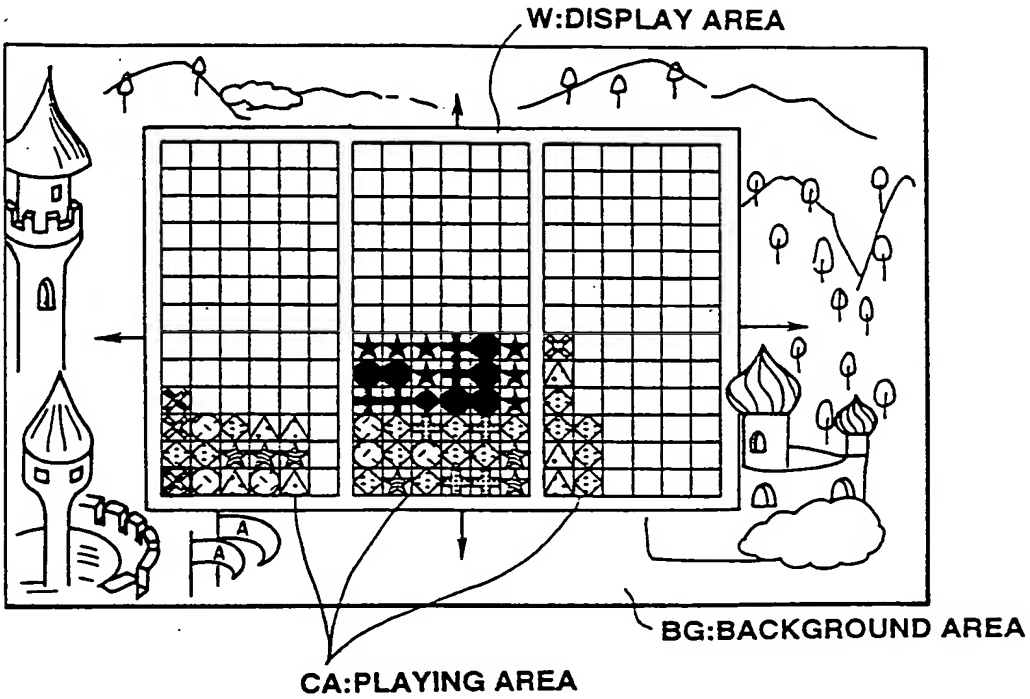



FIG.30

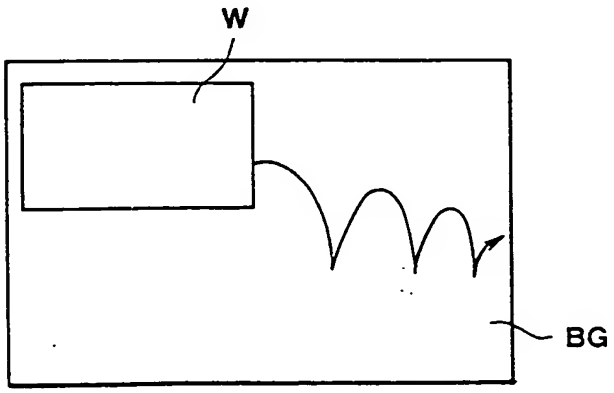


FIG.31

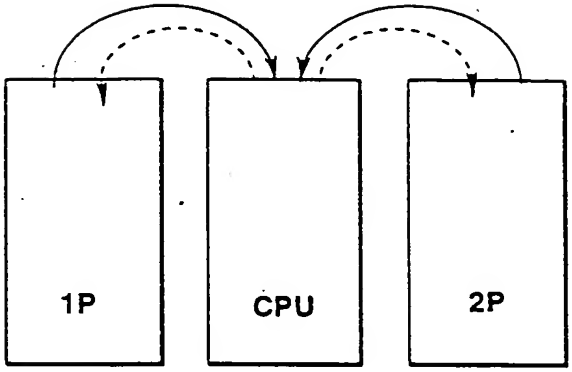



FIG.32

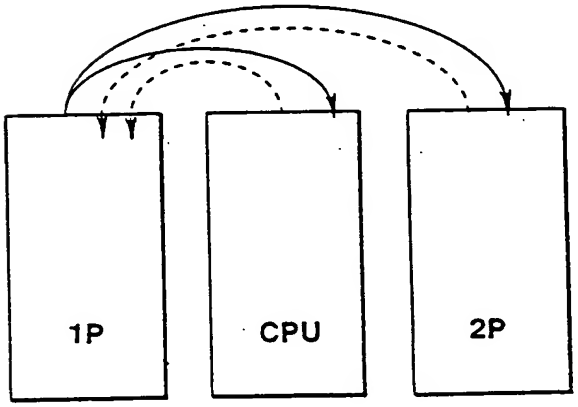
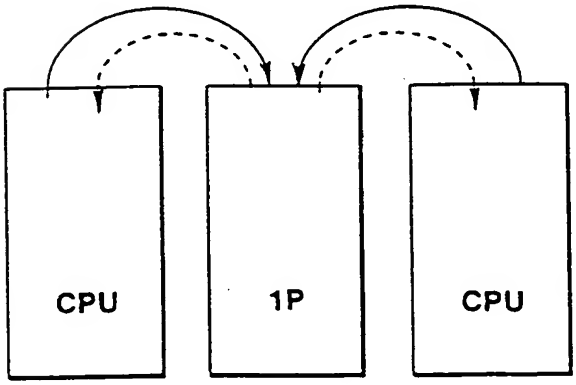
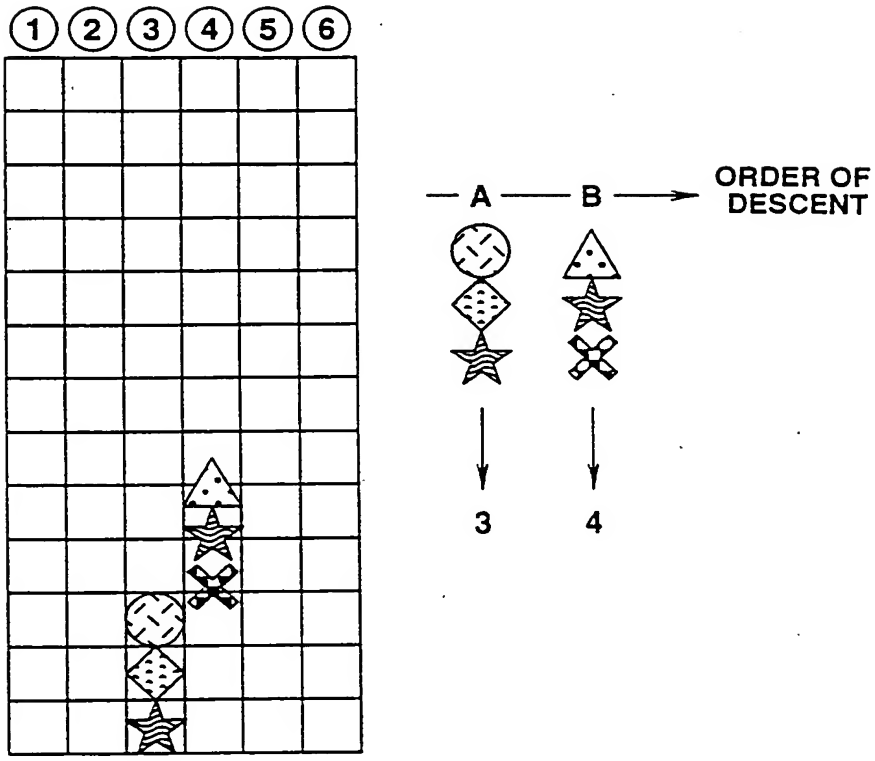



FIG.33



# FIG.34



# FIG.35

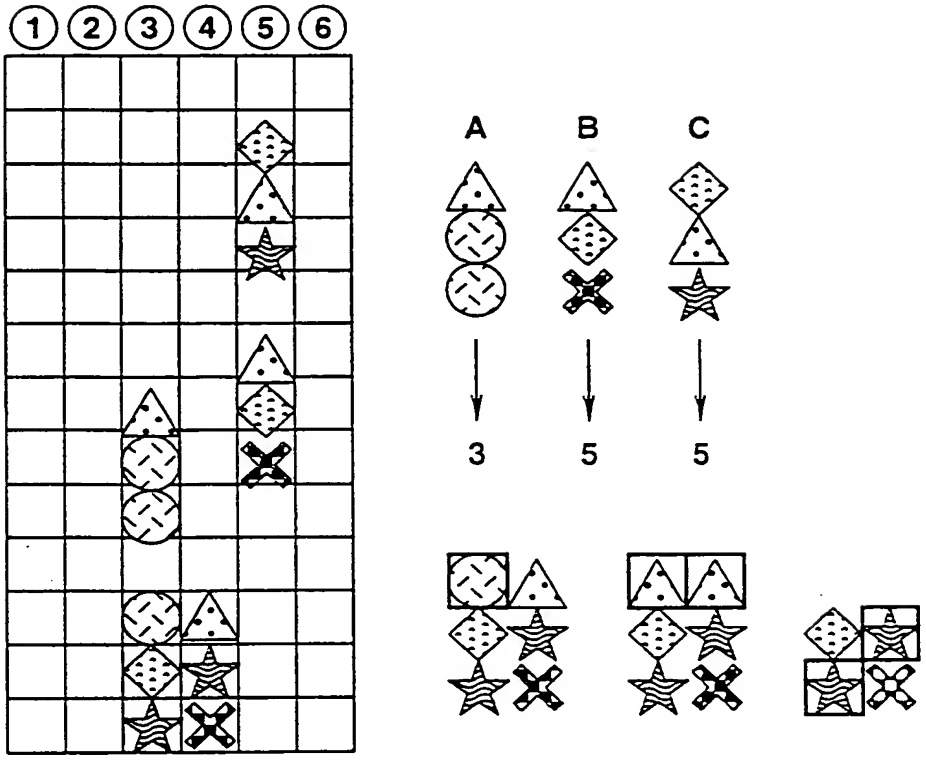
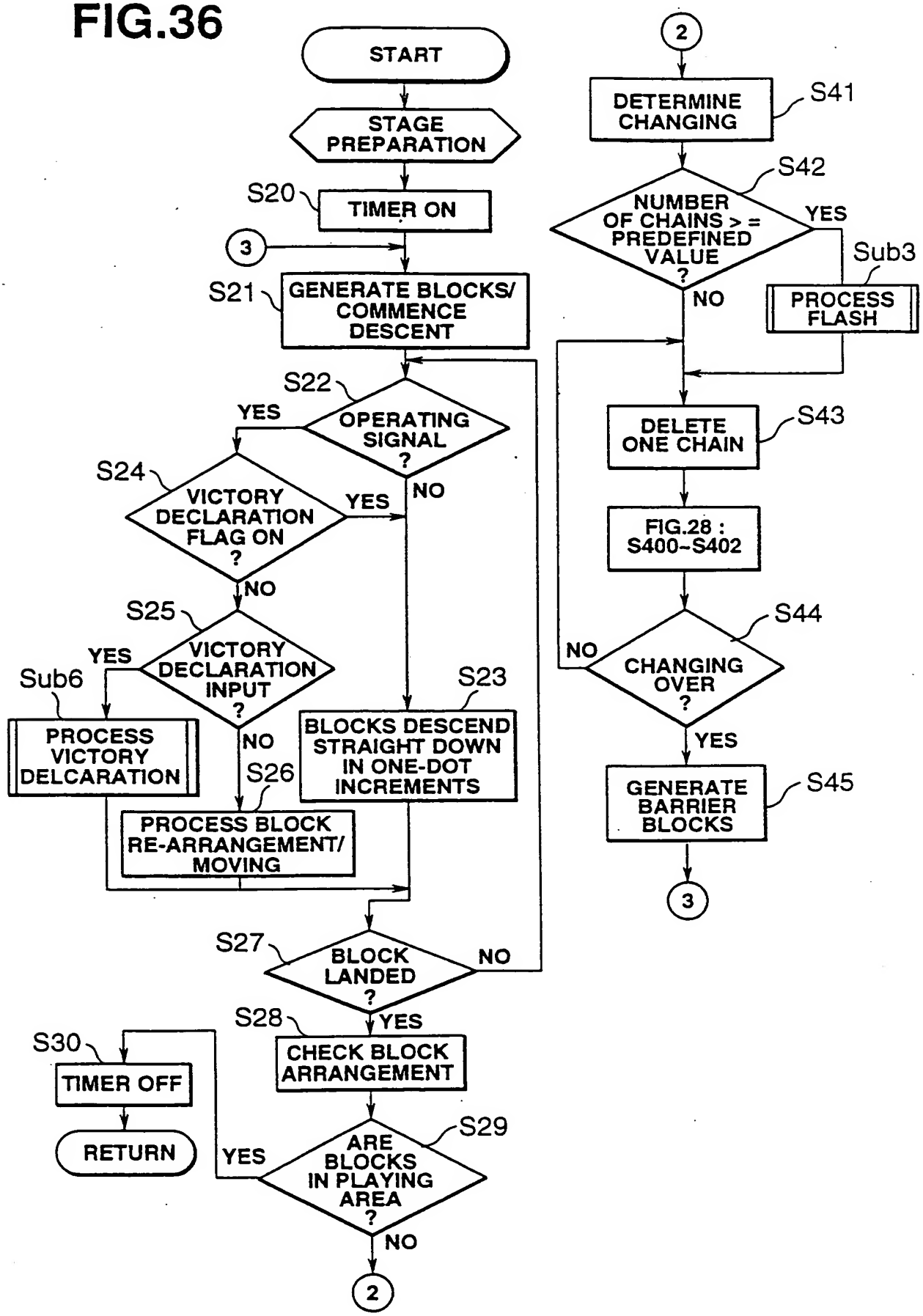
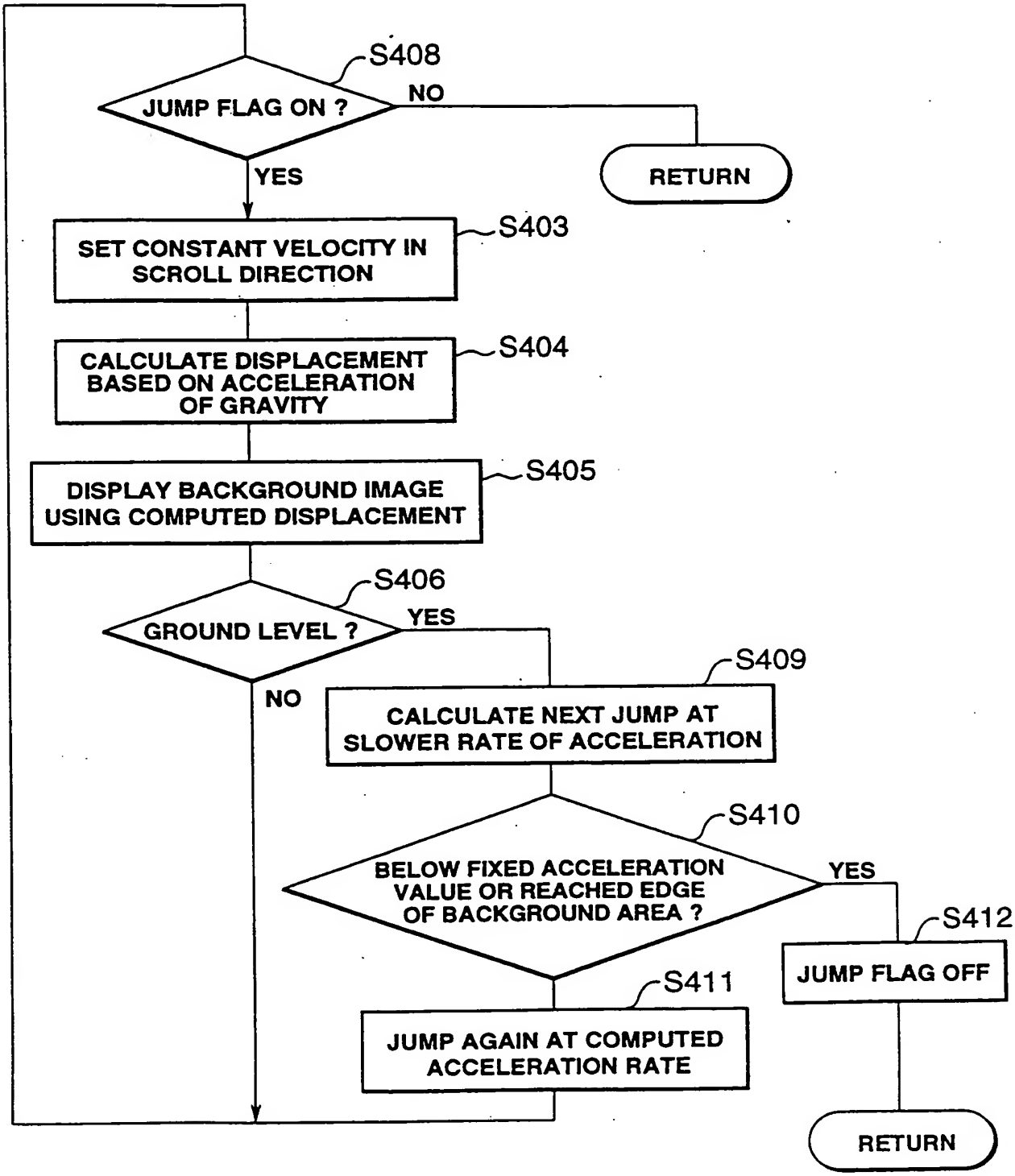


FIG.36


START
STAGE PREPARATION
S20
TIMER ON
3
S21
GENERATE BLOCKS/ COMMENCE DESCENT
S22
OPERATING SIGNAL ?
YES
NO
S24
VICTORY DECLARATION FLAG ON ?
YES
NO
S25
VICTORY DECLARATION INPUT ?
YES
NO
Sub6
PROCESS VICTORY DELCARATION
S23
BLOCKS DESCEND STRAIGHT DOWN IN ONE-DOT INCREMENTS
S26
PROCESS BLOCK RE-ARRANGEMENT/ MOVING
S27
BLOCK LANDED ?
NO
YES
S28
CHECK BLOCK ARRANGEMENT
S29
ARE BLOCKS IN PLAYING AREA ?
YES
NO
S30
TIMER OFF
RETURN
2
2
DETERMINE CHANGING
S41
S42
NUMBER OF CHAINS > = PREDEFINED VALUE ?
YES
NO
Sub3
PROCESS FLASH
DELETE ONE CHAIN
S43
FIG.28 : S400~S402
S44
CHANGING OVER ?
NO
YES
GENERATE BARRIER BLOCKS
S45
3

# FIG.37


S408
JUMP FLAG ON ?
NO
RETURN
YES
S403
SET CONSTANT VELOCITY IN SCROLL DIRECTION
S404
CALCULATE DISPLACEMENT BASED ON ACCELERATION OF GRAVITY
S405
DISPLAY BACKGROUND IMAGE USING COMPUTED DISPLACEMENT
S406
GROUND LEVEL ?
YES
NO
S409
CALCULATE NEXT JUMP AT SLOWER RATE OF ACCELERATION
S410
BELOW FIXED ACCELERATION VALUE OR REACHED EDGE OF BACKGROUND AREA ?
YES
S412
JUMP FLAG OFF
S411
JUMP AGAIN AT COMPUTED ACCELERATION RATE
RETURN